

## Listing of Claims

1. (Currently Amended) A gaming machine comprising

a display;

a game controller arranged to control images of symbols displayed on the display, the game controller being arranged to play a game wherein at least one random event is caused to be displayed on the display and, if a predefined winning event occurs, a prize is awarded; and

a plurality of sub-games constituting the game displayed on the display with, as an initial display, fewer than a full set of images of each of the sub-games being displayed to show a partial outcome of the game, the fewer than the full set of images being representative of a determination of an expected value for each of the sub-games, wherein the expected value of a first sub-game as derived from the displayed partial outcome of the first sub-game is used to select the displayed fewer than full set of images of the remaining sub-games in the initial display.

2. (Original) The gaming machine of claim 1 in which each sub-game has a plurality of image carrying elements, each of which carries a plurality of images required to be considered in assessing an outcome of the game.

3. (Original) The gaming machine of claim 2 in which, in the initial display of each sub-game, fewer than all of the image carrying elements of the sub-games are displayed to display the partial outcomes of the sub-games.

4. (Cancelled)

5. (Original) The gaming machine of claim 4 in which the game controller includes a data storage element in which data relating to expected values for each of the remaining sub-games are stored.
6. (Original) The gaming machine of claim 5 in which the data are stored in the form of look-up tables for each of the sub-games.
7. (Original) The gaming machine of claim 6 in which, once the expected value for the first sub-game has been determined, the game controller accesses the look-up tables for each of the remaining sub-games to ascertain the expected value for each of the remaining sub-games which most closely approximates the expected value for the first sub-game.
8. (Original) The gaming machine of claim 1 in which each sub-game has a feature game associated with it and, if that feature is won, the feature is also played before the game is concluded.
9. (Original) The gaming machine of claim 8 in which the feature associated with each sub-game is a no-cost feature.
10. (Original) The gaming machine of claim 8 in which the feature associated with each sub-game is triggered by the controller independently of the result of a base sub-game preceding the triggered feature.

11. (Original) The gaming machine of claim 8 in which the features associated with the sub-games differ from one another.

12. (Original) The gaming machine of claim 1 in which the game has a jackpot bonus feature associated with it.

13. (Original) The gaming machine of claim 12 in which the bonus feature is in the form of a progressive jackpot feature.

14. (Original) The gaming machine of claim 13 in which the progressive jackpot comprises at least two jackpot levels being a minor jackpot and a major jackpot.

15. (Original) The gaming machine of claim 14 in which, when the bonus feature is triggered, an animation is displayed which indicates to the player which level of jackpot the player will win.

16 – 50. (Cancelled)

51. (New) A method of playing a wagering game on a gaming machine having a display and a controller, the method comprising:

arranging said controller to play a game having a plurality of sub-games wherein at least one random event is caused to be displayed on said display and, if a predefined winning event occurs, a prize is awarded; and

displaying on said display a partial outcome of said game through fewer than a full set of images of each of said sub-games, and wherein an expected value of one sub-game as derived from said one of said sub-games is used to select said fewer than a full set of images of said remaining sub-games.

52. (New) The method of claim 51, wherein each sub-game has a plurality of image carrying elements, each of which carries a plurality of images required to be considered in assessing an outcome of said game.

53. (New) The method of claim 52, wherein fewer than all of the image carrying elements of said sub-games are displayed to display said partial outcomes of the sub-games.

54. (New) The method of claim 51, further comprising storing data relating to expected values for each of the remaining sub-games in a data storage.

55. (New) The method of claim 54, further comprising storing said data of said sub-games in look-up tables.

56. (New) The method of claim 55, further comprising accessing said look-up tables for each of said remaining sub-games to ascertain said expected value for each of the remaining sub-games which most closely approximates the expected value for the first sub-game.

57. (New) The method of claim 51, wherein each sub-game is associated with a feature game, and the method further comprising playing said feature game before concluding said game if said feature is won.

58. (New) The method of claim 57, wherein said feature associated with each sub-game comprises a no-cost feature.

59. (New) The method of claim 57, further comprising triggering said feature associated with each sub-game independently of results of a base sub-game preceding said triggered feature.

60. (New) The method of claim 57, wherein said features associated with the sub-games differ from one another.

61. (New) The method of claim 51, wherein said game is associated with a jackpot bonus feature.

62. (New) The method of claim 61, wherein said bonus feature is in the form of a progressive jackpot.

63. (New) The method of claim 62, wherein said progressive jackpot comprises at least two jackpot levels being a minor jackpot and a major jackpot.

64. (New) The method of claim 63, further comprising displaying an animation indicating a level of jackpot eligible to be won when said bonus feature is triggered.